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L1	457	706/47.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 14:14
L2	1	706/47.ccls. and (crowd adj movement)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 15:34
L3	1	706/47.ccls. and ((crowd or herd) adj movement)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 15:34
L4	1	706/47.ccls. and ((crowd or herd or group) adj movement)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 15:35
L5	773	((crowd or herd or group) adj movement)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 15:35
L6	508	((crowd or herd or group) adj movement) and arrange\$5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 16:13
L7	9	((crowd or herd or group) adj movement) and arrange\$5 and (predetermined adj rule)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 15:36
L8	152	((crowd or herd or group) adj movement) and arrange\$5 and rule	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 17:04
L9	9884	computer adj games	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 17:03
L10	1	((crowd or herd or group) adj movement) and arrange\$5 and rule and (computer adj games)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 17:54

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tion is motivated by the applications, the dynamics of **crowd movement** and ...

choice for investigating **crowd movement** and especially assessing evacuation ...

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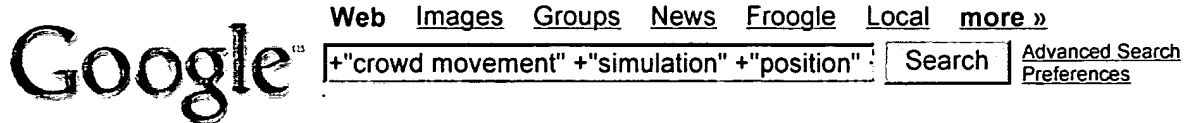
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is the velocity at time t and Δt denotes the time-step. in the discrete case:

... Another factor is **simulation speed**, since cellular automata are ...

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is traced from the agent **position** in the direction of its **speed**. ... **crowd movement**.

Though, the main drawback of the **simulation**, which is in ...

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before starting the **simulation**, we need to initialise the **position** and at-

tributes of every virtual human. the **speed** is A characteristic of each human. ...

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When observing the **crowd movement**, it is evident that it is not as regular as motor

... obstacle **position** and **speed** to forecast their trajectories. ...

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... trigger interest and attraction, thus **crowd movement**, as a ... used in his final **simulation**

was based on ... **Position**, **position**, **position**, Repulsion, Repulsion, Attraction ...

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... The High **Speed** Craft Code introduced the concept of ... to mean a computer-based **simulation**

that represents ... the following formulae: total evacuation **time** = $T + 2/3$...

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This approach has been applied to a computer **simulation** model for the ... On the other hand, observations of **crowd movement** with limited flow ...

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This algorithm was implemented in a **simulation** of pedestrian Behavior. ...

First, they evaluate the **position** and **speed** of the mobile obstacles. ...

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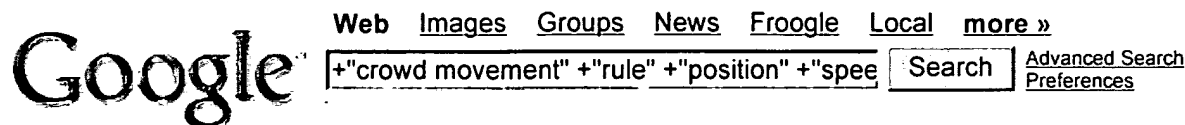
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Furthermore, Some of the artwork had as its **reference point** the. concept of A forecourt Plaza and not that of A rest Park. There is NO interpretive ...www.wollongong.nsw.gov.au/Documents/Minutes/Business_Paper_-_16_December_2002.pdf - Supplemental Result - [Similar pages](#)[\[PDF\] www.nfpa.org/assets/files/PDF/5000rop3.pdf](#)File Format: PDF/Adobe Acrobat - [View as HTML](#)Supplemental Result - [Similar pages](#)[Internet Cathedral Square Job](#)... has done a reasonable job of removing blurred images due to **crowd movement** bearings is to use the Old Market Square as a central **reference point**www.jobsdemon.co.uk/result/keyword/Internet-Job-Cathedral-Square.xhtml - 74k - Supplemental Result - [Cached](#) - [Similar pages](#)

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First, the model employs only four parameters (goal point, **speed**, distance from others, and. reaction time) and one decision **rule** (based on assumption of ...

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... as a result of the desire to strike slabs earlier and **speed** up construction.

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By the time home plate was again located into **position** in the fields southwest,

... will increase the efficiency of horizontal **crowd movement** while lowering ...

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The green **speed** will be set at between 11 and 11 and a half. ... The one thing that we're going to do is we will play a local **rule**; in the rules of golf we ...

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... part of a crowd; and a **crowd movement** process for ... 1 in accordance with a predetermined arrangement **rule**; determining a ... a mode 262, a presence **position** 263, and ...

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5, The enemy character object has, as Data, an object ID 261, A mode 262, A presence **position** 263, and A standard **speed** 264. ...

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MLive.com: For the Record

My **position** as historian means that I assemble information about record ...

The constant increase in **speed** always makes me wonder - are the chemical ...

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... interest and attraction, thus **crowd movement**, as a ... direction following the basic

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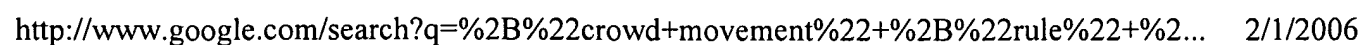
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The use of terms such as "mob", "mob **rule**", have at least since Roman times, ...

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- ☐ 3. Human body modelling for people localization and tracking from real image
Tesei, A.; Foresti, G.L.; Regazzoni, C.S.; Image Processing and its Applications, 1995., Fifth International Conference on 4-6 Jul 1995 Page(s):806 - 809
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- ☐ 4. Advanced radar techniques for the air transport system: the surface movement concept
Galati, G.; Ferri, M.; Marti, F.; Telesystems Conference, 1994. Conference Proceedings., 1994 IEEE National 26-28 May 1994 Page(s):223 - 228
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- ☐ 6. Dynamical model of a pedestrian in a crowd
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Computer Animation, 1999. Proceedings
26-29 May 1999 Page(s):92 - 98**Abstract:**

We describe a setup using a surround screen environment (Extended Virtual Environment) that we used to explore group interaction in real and virtual space. We have created a framework to explore different modes of group interaction, the position and motion of users are tracked using a vision-based interface that allows the activities of real crowds to be in virtual space, we use a simple behavioural animation system that serves as a testbed for group and crowd behaviour. Exploring different kinds of dynamic relationships between groups gives insight to possible directions of group interaction

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